

players for playing the video game;

a server control unit for connecting the electronic game system to a website through a global computer network; and

A2 a processing system for verifying that the players have the right to use the selected trading cards in the playing of the video game, wherein the website stores information associated with the characters on said trading cards and downloads said information to the video game control system, after the trading cards have been identified and verified, for playing of the video game.

A3 Sub. B^R > 12. (amended) A system of claim 1, wherein the reader is a scanner for the trading cards.

23. (amended) A video game system using trading cards, comprising:

A4 an electronic game system for use with a video screen to display the playing of a video game featuring characters on trading cards, the characters having associated character information, including characteristics which define the playing of the game, the electronic game system including a control system for carrying out the video game and controlling the display on the screen in accordance with a stored software program and in accordance with the character information associated with the trading cards selected by the player of the game for use in the game;

trading cards having characters indicated thereon for playing the video game; and

a reader for reading the trading cards selected by players for playing the video game, so as to identify the selected cards to the control system, wherein the electronic game system, the video screen and the reader are combined in a single stand-alone unit.

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